

## ***Escaping The Collective***

### **Setup:**

You were part of ***The Great Collective***, hive-minded space cyborgs who conquer and assimilate. Today, you are breaking free.

Each player is trying to regain their Individuality, and shed *The Collective's* pull. Players start with:

Collective Pool: 5D6

Individual Pool: 1D6

1 Bonus D6

Additionally, pick one **Adjective** that applies to your race, and one **Adjective** that applies to you, but not *The Collective*.



### **Play:**

Roll and combine a dice pool to overcome a challenge set by the GM (with a target number based on difficulty). If your attempt is physical or mental, you **MUST** roll your Collective Pool. If your attempt is social, roll your Individual Pool. If your **Adjectives** come into play, add your Bonus Die too.

If the Bonus Die comes up a 6, AND you succeed your challenge, move one die from your Collective to your Individual pool. If it comes up a 1, AND you fail, move one die the other way. If you are losing your last Individual Die, roll 1d6 (Target: 6) as a saving roll to block the move. Without individuality, you lose.

Reclaim all 6 Individual Dice, and you have broken free. You win.



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